

## Bug-Proof Lesson Plan

YOUR NAME:	Nicholas Lacasse
<p>Pick a lesson from your unit in Dr. Grace's class. Write a short summary of that lesson plan. Be sure to describe what technology you plan for your students (and you) to use:</p>	<p>The fifth lesson in my unit aims to teach students to integrate expected value into the decision making process. I open with an improve game to get students thinking creatively about how to approach problems with expected value in mind. They then create a flow chart of their decision making process with expected value included in there somewhere. The benchmark product for the lesson is a Glogster. They need to create a glogster which shows a decision that they have solved using expected value (they're allowed to make up a decision they didn't actually have to make – it would be silly to have them get caught up trying to force such a situation). This means that the major technology use will be with creating the glogster. I also am considering the use technology with the improve game. My goal for the game is to play "pillars." The two actors will be given a setting and something they're trying to do in that setting. They'll have to figure out how they can implement expected value into that goal. My thought with technology was maybe to find an image of the location we get from the audience and create a backdrop. It might help in terms of inspiration, but maybe it will detract from the improve experience? But that is a thought for a different, and much larger assignment.</p>
<i>GNAT</i>	
<p>Look at the class list of possible problems and pick one (or make up your own) that is something that is a temporary problem/issue that could happen to your equipment (the teacher's computer) that would affect your plan. The technology might get fixed before your lesson is over, but might not. What "bug" did you pick:</p>	<p>No internet connection. I want to be able to show my students Glogster when I explain the project.</p>
<p>What could you do that would allow the learning to continue without the technology or in a modified way?</p>	<p>I plan to provide resources on how to use glogster on a class wiki. This will allow students to be informed about the topic even though I couldn't show them in class.</p>

What do you need to do ahead of time so that plan could be carried out? (Do you need handouts? Other materials? ...)	Put the content on the wiki.
<i>BLACK FLY</i>	
Look at the class list of possible problems and pick one (or make up your own) that is something that is an all-day problem/issue that could happen to you or your students' equipment that would affect your plan. What "bug" did you pick:	Glogster is shut down.
What could you do that would allow the learning to continue without the technology or in a modified way?	Pick a similar but different product. This could maybe be something like a simple website creator like weebly or wix. These allow embedding of rich media.
What do you need to do ahead of time so that plan could be carried out? (Do you need handouts? Other materials? ...)	Check before the lesson is done to make sure the website is still up and running.
<i>DEADLY ASIAN HORNET</i>	
Look at the class list of possible problems and pick one (or make up your own) that is something that is a multi-day problem/issue that could happen to you and your students' equipment that would affect your plan. What "bug" did you pick:	My students are not issues computers.
What could you do that would allow the learning to continue without the technology or in a modified way?	If my students are not issued computers and we've reached this lesson then I'd have to try to reserve computers elsewhere in the building. Worst case scenario I would try to organize a "field trip" to the local library. I could also put more emphasis on glogster design. One of the most important things I learned in my graphic design course was that idea flow best on paper. That's where the idea come. You then translate it onto the computer. This isn't because it's on paper rather than the computer, I think it's just a difference in function. It's easier to scribble and draw on paper than it is to do so on a computer.
What do you need to do ahead of time so that plan could be carried out? (Do you need handouts? Other materials? ...)	I would need to plan a field trip or book the computer lab/library at the school.

